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2   Exploiting perception in high-fidelity virtual environments
    Additional presentations from the 24th course are available on the citation page
Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006   SIGGRAPH '06: ACM SIGGRAPH 2006 Courses
Publisher: ACM
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Bibliometrics: Downloads (6 Weeks): 160, Downloads (12 Months): 1699, Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

3   A relational debugging engine for the graphics pipeline
Nathaniel Duca, Krzysztof Niski, Jonathan Bilodeau, Matthew Bolitho, Yuan Chen, Jonathan Cohen
July 2005   SIGGRAPH '05: ACM SIGGRAPH 2005 Papers
Publisher: ACM
Full text available Mov (24.11 MIN), Pdf (582.04 KB) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 137, Citation Count: 4

We present a new, unified approach to debugging graphics software. We propose a representation of all graphics state over the course of program execution as a relational database, and produce a query-based framework for extracting, manipulating, and ...

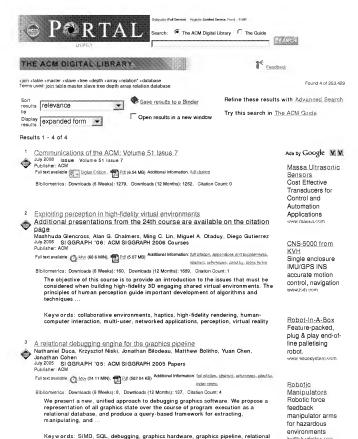Keywords: SIMD, SQL, debugging, graphics hardware, graphics pipeline, relational algebra, streaming, visualization

4

A relational debugging engine for the graphics pipeline

Nathaniel Duca, Krzysztof Niski, Jonathan Bilodeau, Matthew Bolitho, Yuan Chen, Jonathan Cohen

Full text available   Html (24.11 MIN),   Pdf (582.04 KB)   Additional Information: full citation, abstract, references, cited by, index terms

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Keywords: SIMD, SQL, debugging, graphics hardware, graphics pipeline, relational algebra, streaming, visualization

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